

Unity plugin

- This project will help integrate bHaptics' haptic devices into Unity environments.
- Current version is 1.6.5

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## Unity SDK Migration Guide 1.5.9 to 1.6.0 - for Android
* The location permission is no longer need. Just use Bluetooth pairing on Android.
* [bHapticsAndroidWidget] prefab is changed to [bHapticsAndroidUI] prefab.
* For more information, see [How to set up in the Oculus Quest] below.
```

- You can check the migration guide for previous versions [HERE](#).

Prerequisite (Only for Windows8.1 or higher)

- [bHaptics Player](#) has to be installed (windows) and running.

Download

- [Unity Asset Store](#)

Or

- [Download the package file](#), then import it into your Unity Project
- You can use [bHaptics VR Player](#) for Oculus Quest2.

Documentation

- [Getting Started Guide](#)
- [How to set up in the Oculus Quest](#)
- [Advanced Guide](#)
- [FAQ](#)
- [Migration guide](#)

Last update of README.md: Dec 15th, 2021.

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